



Drill No.	Kneel Touch	Date	June 2006
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Objective	Spatial awareness, Scanning skills, Decision making, Communication, Evasion
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Equipment

Balls	1
Cones	4
Shield	N/A

Bags	N/A
Suits	N/A
Bibs	N/A

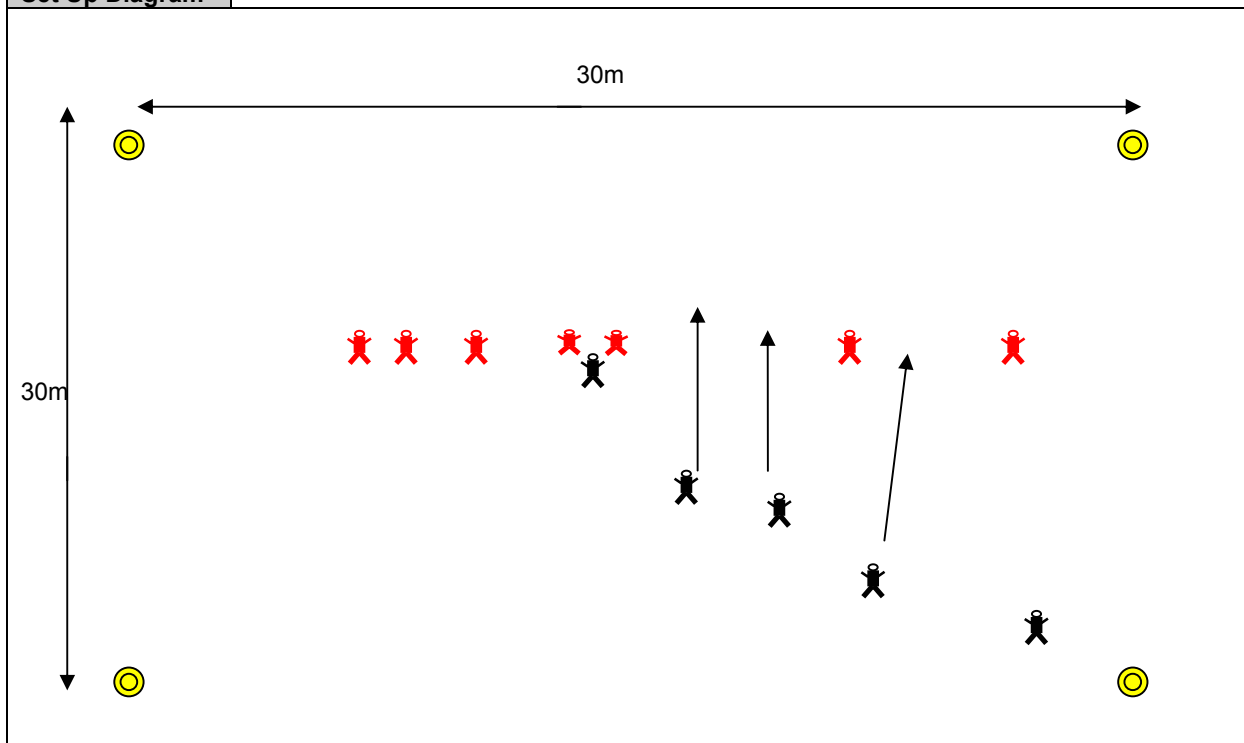
Drill Requirements

Area	30x30 grid
Players	All
Time	

Drill Description

- The person making the touch kneels and is out of the game until a try is scored or a mistake is made or coach calls "back in the game"
- So running out of defenders and creating 3v2's and 2v1's etc

Set Up Diagram



Key Coaching Points

- Attacking weak areas
- Ball retention (the longer you keep the ball, weaker defence gets)
- 2v1's
- Running at space attracts more defenders

Relevance to the game

Promotes the positives of keeping possession (continuity) in creating space for opportunities to score. The longer you keep the ball or the more phases you make the more likely spaces will occur to score in 2v1's etc.